VIDEO VEGAS

C64 & ATARI XL/XE

Getting Started The Video Vegas program disk has the C64 version on side 1 and the Atari version on side 2. To run the C64 version, turn on the computer and disk drive and insert the disk (label facing up), type LOAD"*",8 and RUN. To run the Atari version, turn on the drive, insert the disk (label facing down), then turn the computer on.

Using Menus When the program is first run, you will see an animated view of the Vegas Strip. Press the [Space] bar to see the menu of Video Vegas games. Use the arrow keys to highlight the game you want to play and press [Return]. During game play, the game key commands are always listed at the bottom of the screen. When you are finished playing a game, press the [F1] key on the C64 or the [Esc] key on the Atari to return to the Vegas Strip and the main program menu.

Lucky 7 Slot Machine Bet from 1 to 3 dollars by pressing the number keys [1], [2], or [3]. You can also press [Space] or [Return] to play without changing the bet. A list of the winning combinations and payoffs can be seen by pressing the [?] key.

Draw Poker Bet from 1 to 5 dollars by pressing number keys from [1] to [5]. You can also press [Return] to deal without changing the bet. When the cards are dealt, use the arrow keys to highlight any card you want to discard and press [Space] to flip it over. When the discards are selected, press [Return] to deal the new cards. Press [?] to see a list of payouts.

Keno Bet from 1 to 5 dollars by pressing number keys from [1] to [5]. You can also press [Return] to play without changing the bet. To mark spots, use the [I], [J], [K], and [M] keys to move the cursor around the layout. Press the [Space] bar to mark the highlighted spot. The [C] key will clear all marked spots. When the desired numbers are marked, press [Return] to play. The [?] will show the winning combinations.

Blackjack At the start of the game, choose the number of decks by pressing a number from [1] to [4]. Before each hand you can use the arrow keys to change the amount bet, then press [Return] to deal the hand. Press [Space] bar to 'hit' or take another card. Press [Return] to 'stand'. Press [D] to 'double'. Press [S] to 'split' pairs. When the dealer is showing an Ace, you will be asked if you want 'insurance', press [Y] or [N] to accept or decline. The [?] key will display a running count of the cards played from the deck.

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HACKER NOTES

Since Hacker Jack programs are written in BASIC, they provide a great opportunity for users to learn advanced programming techniques by listing and examining the programs. If you are a serious hacker, you can even customize the programs by changing the graphics or program code.

There are six BASIC programs on the disk. To list a program, first load it into memory from disk. (Type LOAD "HELLO",8 for Commodore 64. Type LOAD "D:HELLO" for Atari when in BASIC mode--READY prompt is seen at the cursor position.) Next, type LIST and press RETURN. The listing should now be displayed.

Here are some suggestions for program changes:

To change the starting bankroll, you must modify the HELLO program. LOAD the Hello program as above. Then LIST 40. The bankroll amount (in thousands) is POKEd into memory in this line. Use a number from 1 to 9 to set the amount from $1000 to $9000. For example, if you change POKE A0+2,1 to say POKE A0+2,5 you will start with a $5000 bankroll.

A more interesting modification is to change the reels on the LUCKY 7 slot machine. This will alter the payoff odds dramatically and can make the slots a winning proposition. The symbols on the reels are set by DATA statements in lines 20200 to 20400 at the end of the program. To change the reels, just change the numbers in these DATA statements. There are six different symbols so use numbers from 1 to 6. There must be a total of 19 numbers in each DATA statement.

NOTE: The RUN/STOP key on the C-64 has been disabled to prevent interuption of program execution.